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MODEL P104-DIO-96

High-Density Digital I/O with Change of State (COS) Detection

USER MANUAL

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Chapter 1: Introduction

Each I/O line of this board is buffered and capable of sourcing 32mA or sinking 64mA. The board simulates Programmable Peripheral Interface chips (Intel 8255 PPI) to provide a computer interface to digital I/O lines. Each PPI supports two 8-bit ports (A, B) and two 4-bit ports (C_{hi} , C_{low}). Each port can be configured to function as either inputs or output latches. The I/O line buffers (types 74ABT240 and 74ABT245) are configured automatically by hardware logic for input or output according to the PPI Control Register direction software assignment.

The C_{hi} port of each group can, if enabled, provide 'Change of State' detection. That is, if the voltage level at an I/O pin changes for at least 1 microsecond then a bit in a status register flags the event and an interrupt is generated. There are 16 I/O pins/lines with this capability. This feature is a factory-installed option.

The board may be shipped with a register map optimized for a higher speed than the pure i8255 port/address map. See the Programming section for an explanation of how a 25% increase in I/O speed is achieved.

Outputs of the I/O buffers are pulled up through 10K Ω resistors to +5VDC. On power-up all I/O pins are inputs. This means that the lines are at a logic HIGH. The user may request the factory to remove these 10K Ω resistors so that the I/O lines will not be pulled high on power-up (10 uA leakage per pin).

I/O wiring connections are via 50-pin headers on the board. This provides compatibility with OPTO-22, Gordos, Potter & Brumfield, Western Reserve Controls, etc. module mounting racks. Every second conductor of the flat cables is grounded to minimize crosstalk. If needed for external circuits, +5VDC power is available on each I/O connector at pin 49. If you use this power, we recommend that you include a 1A fast blow fuse in your circuits in order to avoid possible damage to the host computer.

The board occupies 32 bytes within the PCI I/O space. The base address is assigned by the system. Refer to the Option Selection Section of this manual for a detailed description.

Specification

Data Transfer Rate, I/O Mapped, 33MHz bus

- From I/O connector to PCI bus: 7.37M bytes per second in 8255 emulation mode
- From PCI bus to I/O connector: 14.74M bytes per second in 8255 emulation mode
- From I/O connector to PCI bus: 9M bytes per second with Fast PPI port map
- From PCI bus to I/O connector: 18M bytes per second with Fast PPI port map

Data Transfer Rate, Memory Mapped, 33MHz bus

- From I/O Connector to PCI bus: 12M bytes per second in 8255 emulation mode
- From PCI bus to I/O connector: 24M bytes per second in 8255 emulation mode
- From I/O connector to PCI bus: 28M bytes per second with Fast PPI port map
- From PCI bus to I/O connector: 18M bytes per second with Fast PPI port map

Digital Inputs (TTL Compatible)

- Logic High: 2.0 to 5.0 VDC
- Logic Low: -0.5 to +0.8 VDC
- Input Load (High): 10uA
- Input Load (Low): -10uA

Digital Outputs

- Logic High: 2.5 VDC min., source 32 mA
- Logic Low: 0.5 VDC max., sink 64 mA
- Power Output: +5 VDC from computer bus (onboard resettable 0.5A fuse) on each digital group's I/O connector
- Power Required: 290 mA typical at 5V (all I/O pins disconnected, all I/O ports set as inputs)

Change of State Detection (Factory option)

- Group 0 Port C-high connector P1 pins 1, 3, 5, & 7
- Group 1 Port C-high connector P2 pins 1, 3, 5, & 7
- Group 2 Port C-high connector P3 pins 1, 3, 5, & 7
- Group 3 Port C-high connector P4 pins 1, 3, 5, & 7

Environmental

- Operating Temperature: -20°C to +70°C
- Storage Temperature: -50°C to +120°C
- Humidity: 0 to 90% RH, non-condensing

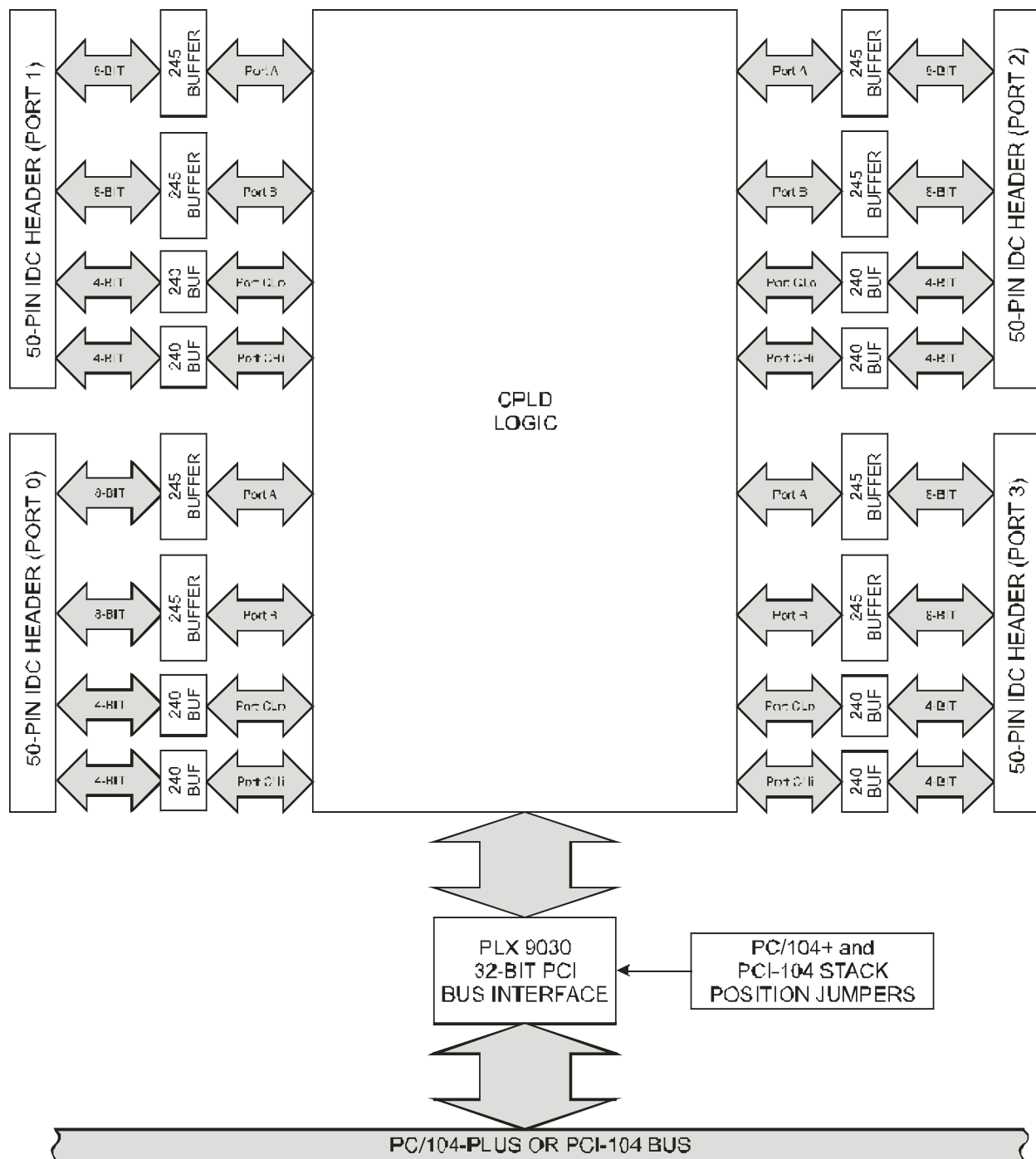


Figure 1-1: Block Diagram

Chapter 2: Installation

A printed Quick-Start Guide (QSG) is packed with the board for your convenience. If you've already performed the steps from the QSG, you may find this chapter to be redundant and may skip forward to begin developing your application.

The software provided with this PC/104-Plus Board is on CD and must be installed onto your hard disk prior to use. To do this, perform the following steps as appropriate for your operating system. Substitute the appropriate drive letter for your CD-ROM where you see d: in the examples below.

CD Installation

The following instructions assume the CD-ROM drive is drive "D". Please substitute the appropriate drive letter for your system as necessary.

DOS

1. Place the CD into your CD-ROM drive.
2. Type `D:Enter` to change the active drive to the CD-ROM drive.
3. Type `INSTALLEnter` to run the install program.
4. Follow the on-screen prompts to install the software for this board.

WINDOWS

1. Place the CD into your CD-ROM drive.
2. The system should automatically run the install program. If the install program does not run promptly, click START | RUN and type `D:INSTALL`, click OK or press `Enter`.
3. Follow the on-screen prompts to install the software for this board.

LINUX

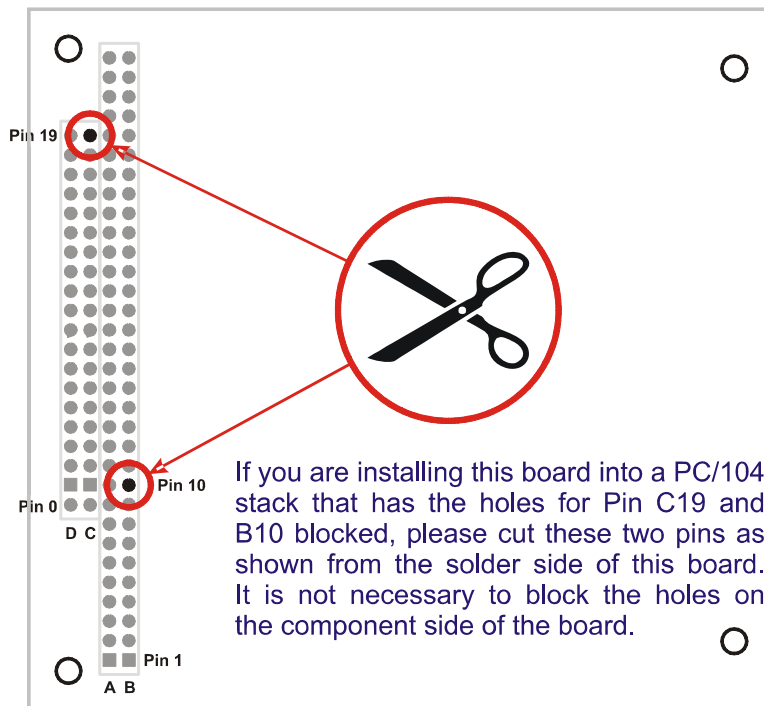
1. Please refer to linux.htm on the CD-ROM for information on installing under linux.

Installing the Hardware

Before installing the board, please run Setup.exe. The Setup program can be used to assist in configuring the two switches on the board. Our setup program will lead the user through the process of setting the options on the board (the program does not set the options on the board).

The PCI bus clock trace length from the CPU to the cards in the stack is tuned so that the clock edge arrives at the interface when data is valid. Since boards in the PC/104 stack are at different distances from the CPU, provision is made on the CPU board to supply four clock signals with compensating trace lengths. Two signals from other groups must be likewise selected: IDSEL and INT. When the PCI bus is being initialized, the operating system will enable each card with a hard-wired select line and read it's configuration registers. An address is assigned, space in the memory map and I/O map is reserved, etc. Similarly, the CPU's interrupt controller resources (INTA, INTB, INTC, INTD) will be distributed among the cards in the stack. A set of four-to-one multiplexers and two slide switches are used to select which PCI clock, IDSEL and INT lines are routed to the board's PCI bus interface.

Only four boards are allowed in a PCI-Plus stack, each board must get a specific set of signals. These signals are selected with two slide switches, labeled SEL-1 and SEL-2, which form a binary value to control the mux (SEL-1 is the least significant bit and SEL-2 is the most significant bit). If the board is closest to the CPU, slide both switches to the right. This will select the signal with the longest trace on the CPU board (signal group 0). If this product is the farthest board from the CPU, slide both switches to the left. This will select the signal with the shortest trace on the CPU board (signal group 3). Place the SEL-1 switch to the left and SEL-2 to the right to select signal group 1, place the SEL-1 switch to the right and SEL-2 to the left to select signal group 2.



To install the board:

1. Turn off the computer power.
2. Position the slide switches to select the clock, IDSEL, and interrupt signal group.
3. Install the card in a PC/104-Plus stack.
4. Install I/O cables at P1 and P2.
5. Inspect for proper fit of the card and cable and then tighten the screws

Figure 2-1: PC/104 Key Information

Chapter 3: Option Selection

Most PCI bus signals are common to all four boards in the PCI stack. However, there are four unique signal groups, one for each board. The slide switches select which signal group goes to each card. The card in the stack closest to the CPU board must get signal group 0.

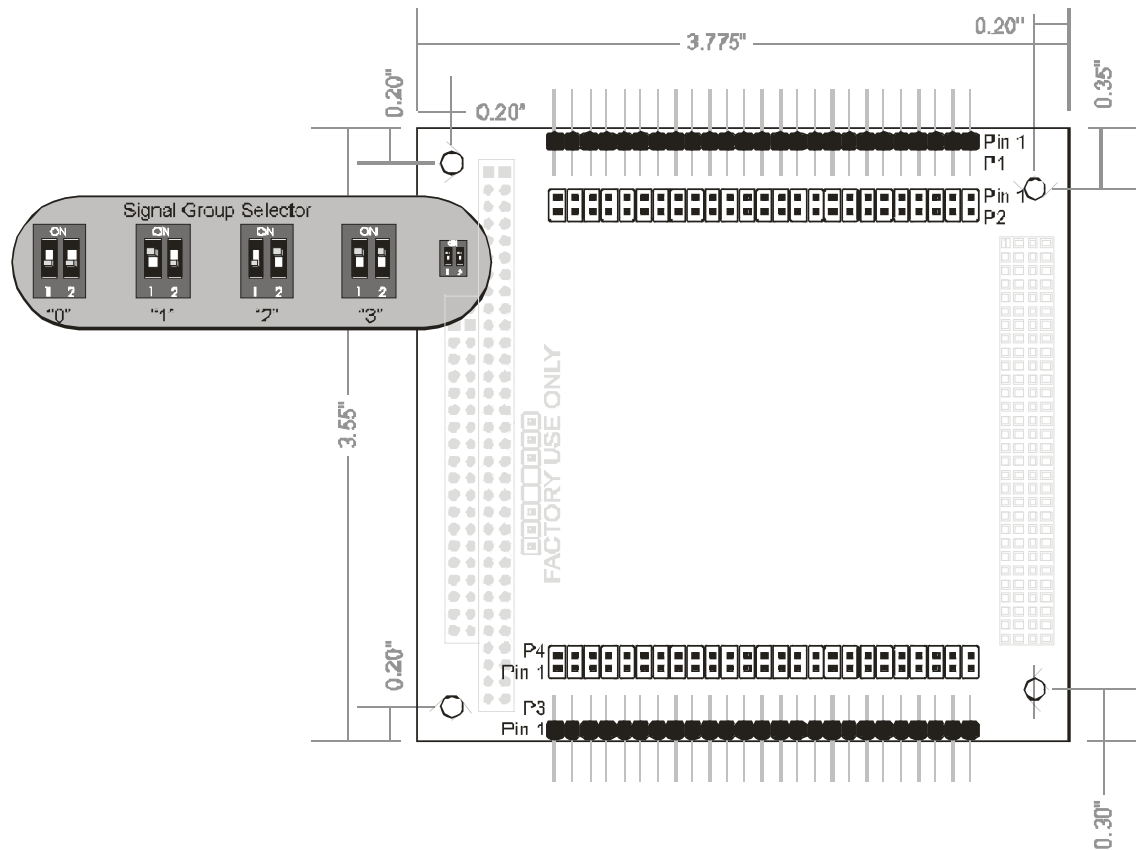


Figure 3-1: Option Selection Map

Chapter 4: Address Selection

The system BIOS or operating system will assign the address. This board occupies 32 bytes of I/O space.

PCI architecture is Plug-and-Play. This means that the BIOS or Operating System determines the resources assigned to PCI cards rather than you selecting those resources with switches or jumpers. As a result, you cannot set or change the card's base address. You can only determine what the system has assigned.

To determine the base address that has been assigned, run the PCIFind.EXE, or PCINT utility program provided. This utility will display a list of all of the cards detected on the PCI bus, the addresses assigned to each function on each of the boards, and the respective IRQs (if any) allotted.

Alternatively, some operating systems (Windows 95/98/2000) can be queried to determine which resources were assigned. In these operating systems, you can use either PCIFind (DOS), PCINT (Windows95/98/NT), or the Device Manager utility from the System Applet of the control panel. The board is installed in the Data Acquisition class of the Device Manager list. Selecting the card, clicking Properties, and then selecting the Resources Tab will display a list of the resources allocated to the card.

The PCI bus supports 64K of I/O space. Your board's addresses may be located anywhere in the 0400 to FFE0 hex range.

PCIFind uses the Vendor ID and Device ID to search for your board, then reads the base address and IRQ.

If you want to determine the base address and IRQ yourself, use the following information.

The Vendor ID for the board is 494F. (ASCII for "IO")
The Device ID for the board is 0x0C69.

Chapter 5: Programming

The board is an I/O mapped device that is easily configured from any language and any language can easily perform digital I/O through the board's ports. This is especially true if the form of the data is byte or word wide. All references to the I/O ports would be in absolute port addressing. However, a table could be used to convert the byte or word data ports to a logical reference.

Hex (h)	Standard 8255 Compatibility Map		Improved Speed Map	
Offset	Write	Read	Write	Read
Base+0	Group 0 Port A	Group 0 Port A	Group 0 Port A	Group 0 Port A
Base+1	Group 0 Port B	Group 0 Port B	Group 0 Port B	Group 0 Port B
Base+2	Group 0 Port C	Group 0 Port C	Group 0 Port C	Group 0 Port C
Base+3	Group 0 CMD	N/A	Group 1 Port A	Group 1 Port A
Base+4	Group 1 Port A	Group 1 Port A	Group 1 Port B	Group 1 Port B
Base+5	Group 1 Port B	Group 1 Port B	Group 1 Port C	Group 1 Port C
Base+6	Group 1 Port C	Group 1 Port C	Group 2 Port A	Group 2 Port A
Base+7	Group 1 CMD	N/A	Group 2 Port B	Group 2 Port B
Base+8	Group 2 Port A	Group 2 Port A	Group 2 Port C	Group 2 Port C
Base+9	Group 2 Port B	Group 2 Port B	Group 3 Port A	Group 3 Port A
Base+A	Group 2 Port C	Group 2 Port C	Group 3 Port B	Group 3 Port B
Base+B	Group 2 CMD	N/A	Group 3 Port C	Group 3 Port C
Base+C	Group 3 Port A	Group 3 Port A	Group 0 CMD	N/A
Base+D	Group 3 Port B	Group 3 Port B	Group 1 CMD	N/A
Base+E	Group 3 Port C	Group 3 Port C	Group 2 CMD	N/A
Base+F	Group 3 CMD	N/A	Group 3 CMD	N/A
Base+10	group 0 & 1 pattern store	group 0 & 1 COS status	Not applicable for Change of State	Not applicable for Change of State
Base+11	group 2 & 3 pattern store	group 2 & 3 COS status	Not applicable for Change of State	Not applicable for Change of State
Base+12	group 0 & 1 COS enable / disable	group 0 & 1 COS enable status	Not applicable for Change of State	Not applicable for Change of State
Base+13	group 2 & 3 COS enable / disable	group 2 & 3 COS enable status	Not applicable for Change of State	Not applicable for Change of State
Base+14 through Base+1E	Reserved	Reserved	Reserved	Reserved
Base+1F	Reset Card	N/A	Reset Card	N/A

Table 5-1: Base Address Registers

The bit pattern stored in the word at Base +10h is continuously compared against the I/O pins. The bit pattern stored at Base +12h identifies which bits will perform the Change of State detection function.

Write to Base +10h and 11h to store the logic state of the Port C_{hi} I/O pins. Read these registers (byte or word) to fetch the COS status. Only bits that have been enabled will generate an interrupt on a COS and set a corresponding bit in the status register.

Write a bit pattern to Base +12h and 13h (byte or word) to enable the COS function on desired I/O pins. An interrupt will be generated when a COS occurs.

To clear an interrupt, write zeros to Base +12h.

Base Address +10h - Change of State Status LSB, Groups 1 and 0

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Group 1 Port C Bit 7	Group 1 Port C Bit 6	Group 1 Port C Bit 5	Group 1 Port C Bit 4	Group 0 Port C Bit 7	Group 0 Port C Bit 6	Group 0 Port C Bit 5	Group 0 Port C Bit 4

Base Address +11h - Change of State Status MSB, Groups 3 and 2

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Group 3 Port C Bit 7	Group 3 Port C Bit 6	Group 3 Port C Bit 5	Group 3 Port C Bit 4	Group 2 Port C Bit 7	Group 2 Port C Bit 6	Group 2 Port C Bit 5	Group 2 Port C Bit 4

Base Address +12h - Change of State Enable LSB, Groups 1 and 0

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Group 1 Port C Bit 7	Group 1 Port C Bit 6	Group 1 Port C Bit 5	Group 1 Port C Bit 4	Group 0 Port C Bit 7	Group 0 Port C Bit 6	Group 0 Port C Bit 5	Group 0 Port C Bit 4

Base Address +13h - Change of State Enable MSB, Groups 3 and 2

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Group 3 Port C Bit 7	Group 3 Port C Bit 6	Group 3 Port C Bit 5	Group 3 Port C Bit 4	Group 2 Port C Bit 7	Group 2 Port C Bit 6	Group 2 Port C Bit 5	Group 2 Port C Bit 4

Developing Your Own Software

Four register locations are required per 24-bit group. Thus the P104-DIO-96 uses a total of 16 registers for groups 0 through 3.

The board is designed to use each of these PPI's in mode 0 wherein:

- a. There are two 8-bit ports (A and B) and two 4-bit ports (C Hi and C Lo).
- b. Any port can be configured as an input or an output.
- c. Outputs are latched.
- d. Inputs are not latched.

Each PPI contains a control register. This Write-only, 8-bit register is used to set the mode and direction of the ports. At Power-Up or Reset, all I/O lines are set as inputs. Output buffers are automatically set by hardware logic according to the control register states. Control registers are located at base addresses +3h, +7h, +Bh, and +Fh. Bit assignments in each of these control registers are as follows:

Bit	Assignment	Function
D0	Port C Lo (C0-C3)	1 = Input, 0 = Output
D1	Port B	1 = Input, 0 = Output
D2	Backward Compatible	Must be 0
D3	Port C Hi (C4-C7)	1 = Input, 0 = Output
D4	Port A	1 = Input, 0 = Output
D5,D6	Backward Compatible	Must be 0
D7	Mode Set Flag & Tristate	1 = Active

Table 5-2: Control Register Bit Assignments

Note

Because all I/O pins are buffered, the 8255 individual bit control feature is not available. The hardware uses the control registers to manage buffer direction on this board.

The board emulates four Intel 8255 PPIs. The bit assignments and functionality of the control register has been kept to maintain backward compatibility with existing software. The emulated 8255 chips differ from the original in that when a port is configured to be outputs, the I/O pins default to a HIGH state rather than a LOW state. A port that is programmed to be inputs may have a value written to it. A READ of the port will return the state of the I/O pins in that case. When that port is configured to be an output latch the value previously written to it will be driven on the I/O pins.

The board will occupy two spaces in memory. One space is I/O mapped and burst READs or WRITEs will not work. The other space is memory mapped and should be found below the 1 megabyte boundary (to facilitate DOC programs) and bursts of four double words are possible. The PCIFIND.EXE program will display the board's locations in memory.

The user may specify (when ordering, improved speed map is a Factory Option) one of two register mappings (see the Base Registers table in the Programming chapter): 8255 standard, or an improved speed map. The latter allows the user to read from or write to more ports with a single operation (32 bits versus 24 bits).

Because many motherboard's reset circuits do not accurately wait for the 3.3V power supply to finish the power-on sequence, before using the board at each power-up it is necessary to issue a single "Write to Base +1F" to "Reset" the onboard circuitry.

Programming Example

The following programming example is provided as a guide to assist you in developing your working software. In this example, the board base address is 2D00 hex and I/O lines of Port 0 are to be setup as follows:

port A	=	Input
port B	=	Output
port C hi	=	Input
port C lo	=	Output

Configure bits of the Control Register as:

D7	1	Active Mode Set
D6	0	0
D5	0	0
D4	1	Port A = input
D3	1	Port C Hi = input
D2	0	0
D1	0	Port B = output
D0	0	Port C Lo = output

This corresponds to 98 hex. If the card base address is 2D00 hex, use the BASIC OUT command to write to the control register as follows:

```
10  BASEADDR=&H2D00
20  OUT BASEADDR+3,&H98
```

To read the inputs at Port A and the upper nybble of Port C, use the BASIC INPUT command:

```
30  X=INP(BASEADDR)'Read Port A
40  Y=INP(BASEADDR+2)/16'Read Port C Hi
```

To set outputs high ("1") at Port B and the lower nybble of Port C:

```
50  OUT BASEADDR+1,&HFF'Turn on all Port B bits
60  OUT BASEADDR+2,&HF'Turn on all bits of Port C Lo
```


Chapter 6: Connector Pin Assignments

Note that the board uses four 50-pin Headers, each with equitable pinouts. The Headers are designated P1 through P4 (refer to the Option Selection Map in Chapter 3 for the physical arrangement and orientation).

Assignment		Pin
Port C Hi (this group can be enabled for COS detection)	PC7	1
	PC6	3
	PC5	5
	PC4	7
Port C Lo	PC3	9
	PC2	11
	PC1	13
	PC0	15
Port B	PB7	17
	PB6	19
	PB5	21
	PB4	23
	PB3	25
	PB2	27
	PB1	29
	PB0	31
Port A	PA7	33
	PA6	35
	PA5	37
	PA4	39
	PA3	41
	PA2	43
	PA1	45
	PA0	47
Fused +5 VDC		49

Table 6-1: Connector Pin Assignments

Notes:

1. All even numbered pins are board ground.
2. Connectors P1 through P4 correspond to I/O Groups 0 through 3.
3. P1 and P3 are right-angle headers with 0.100" spacing for IDC ribbon cabling.
4. P2 and P4 are vertical headers.

Customer Comments

If you experience any problems with this manual or just want to give us some feedback, please email us at: ***manuals@accesio.com***. Please detail any errors you find and include your mailing address so that we can send you any manual updates.



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